

~~SECRET~~/NOFORN

PROJECT SUN STREAK

WARNING NOTICE: INTELLIGENCE SOURCES AND METHODS INVOLVED

PROJECT NUMBER: 8914-I

SESSION NUMBER: 3

DATE OF SESSION: 890425

DATE OF REPORT: 890501

START: 1335

END: 1350

METHODOLOGY: CRV

VIEWER IDENTIFIER: 032

1. (S/NF/SK) MISSION: Describe the most unique aspect and function of the target site and provide an overhead sketch of the target area.
2. (S/NF/SK) VIEWER TASKING: Coordinates. Later 032 was given instructions to focus on the object he had perceived in the previous session in response to the cue "most unique aspect and function of the site."
3. (S/NF/SK) COMMENTS: Recommend 032 role to be considered completed. He has answered both requirements.
4. EVALUATION:

HANDLE VIA SKEET CHANNELS ONLY
SPECIAL ACCESS REQUIRED

~~SECRET~~/NOFORN

CLASSIFIED BY: DIA (DT)
DECLASSIFY ON: OADR

~~SECRET~~

WORKING PAPER

890425

V: 032

S: 03

SUMMARY OF INFORMATION

Principal area of focus was the objects or objects perceived in earlier sessions. I tried to focus my attention to only one of them. I perceived louvers and skids made of metal. There were instruments and gauges that were lighted A/S an aircraft instrument panel. Colors associated with the object were black, dark grey, small amounts of blue and silver -- and the texture was that of rough A/S like shark skin.

There were many different dimensions to the structure -- rounded, bent, arched, narrow portions and it appeared to be light weight (relative to other objects of the same dimensional proportions). I also smelled a very strong fuel smell in and around the object.

I perceived several A/S, rotor like objects, these were attached to the larger object. I perceived the object in a movement state. In this state the object vibrated, shook and produced a great amount of loud thundering noise coupled with a relentless roaring. It's speed relative all around it was very fast. I also perceived it to be armed and considered dangerous.

What ever the object is it is still experimental and undergoing testing. It has many flaws which need to be worked out. These flaws render the object vulnerable and unable to complete it's objectives.

I heard many different sounds -- those of buzzing, humming both of which began to synchronize in some kind of high-pitched harmony.

~~SECRET~~

HANDLE VIA SKEET CHANNELS ONLY

AI-NONE

Resume

Approved For Release 2000/08/08 : CIA-RDP96-00789R000500190018-8

032
25 APR 89
1335L

82

D

AI

FI

T

I

AOL/AS

[OBJECT]

Flat
Inclined.

hoppers
Ramps
metal
skids

Instruments
gauges
LIGHTS

AOL/S
AIRCRAFT
Instrument
panel.

gray
Rough
Black
folded
Cribbed
Silver
Blue

Bent
arched
Rounded
curved
right

fuel smell

Approved For Release 2000/08/08 : CIA-RDP96-00789R000500190018-8

52

>

AI

EI

T

I

AOI/AS

A/S
ROTORS

PIPES
TUBES

DOTS
BUMPS

VIBRATION
SHAKING
FLANGEN
FOAMING

DANGER
HUI
SP
X

AST
DANGEROUS
ARMEN
DENSE
EXPERIMENTAL
TESTAL
DESIGN FLAWS
PROBLEMS
INEFFICIENT
NOT READY
NO GOOD
VALUABLE
STRIKEOUT

AOI strike

STAGE 8

STRIKEOUT

OBJECTS
emissions?

Ball

But
game

Com

4/

82.

D

AI

EI

T

I

AOI/AS

Green
Grey
Red.
Blue
White
Soft
webbed.

SEATS

Humming sound
Buzzing
High pitched
Synchronized
tunnel

crowded.
flat

AI break
loud hum / Buzzing in my
EARS.

End.
1350